GREETINGS ! [JACK's not even in Liverpool !]

There's two ways to make yourself feel good this Xmas. One is to apply for the position of STAFF WRITER on the AMSTRAD ACTION magazine. Steve Carey, Editor, is seeking someone with an ability to write, review games, a good understanding of the CPC, and prepared to move to Bath. This is a hot number, and the chosen applicant will need to demonstrate aptitude, ability to work under pressure, AND have a sense of humour. Phone, or write swiftish, if you wish to be considered,

Steve Carey, Editor. AMSTRAD ACTION, FUTURE PUBLISHING LTD, 4 QUEEN STREET, BATH. BA1 1EJ TELEPHONE [0225] 446034. Just making the effort will improve your well being !

A CERTAIN way to feel great is to act after reading THIS carefully;

NORMAN is a long-time meddler; spends a great deal of time on his CPC using databases and playing games. Unusual ? I'll say, NORMAN is BLIND ! Obviously he gets help when he needs it - but that's not often. Getting about with his dog "TAN", best friend, guide and comforter made every day a pleasant one. A recent move to a ground floor flat made life even easier, or should have done. The day Norman moved in his much loved "TAN" died. It needs no stretch of the imagination to figure out just what that means to Norman.

Getting another dog means lots of training, lots of money - and the MIDDLESBOROUGH GUIDE DOG TRAINING CENTRE are severely short of cash. Even with it, Norman could wait up to a year for a suitable dog !

There's plenty of appeals at this time of year - but rarely does a sad story have close connections with us. I'm not sending ANY Xmas cards this year, instead I have sent a sum equivalent to what I would spend to :

> *THE APPEALS MANAGER*
> *GUIDE DOGS FOR THE BLIND*
> *65A HIGHFIELD ROAD*
> *MIDDLESBOROUGH*
> *CLEVELAND TS4 2QW*

Too late for you to do the same, but not too late to send a small sum to help the MGDTC to do their best for Norman and others. Please, please find a little and send it. I attached a note to my donation saying "NORMAN needs another - use this to help. No receipt needed".

SIMON'S SPOT Translated from Simonese by Rudolph [He's no brain, dear !]

The animated carrot had everyone guessing last week - machine code problems are not much fun ! The simple answer was to poke &BD16 with &E9 [JP (HL)]. The call to &BD16 resets the operating system and then jumps to the address held in HL [yes, I know that is a simple answer, and that &E9 will not ALWAYS control the situation. For our purposes it IS invariably the answer !]. The pokes &F3, &76, equate to DI, disable interrupt and HALT, await interrupt ! Figure that out !

Something a little different this week, since I told our budding meddler that he could sequentially peek every byte of RAM and display it as a character to the screen he has developed this one-liner - but the screen eventually goes haywire. What has he forgotten ?

```
10 MODE 1:FOR x=0 TO 49151:PRINT CHR$(PEEK(x));:NEXT
```

The whole point is that, once you get it right, it can be typed in as direct command revealing the ASCII content of any file in memory. Vary the loop values to cover the addresses you are interested in. Well - what did Simon omit ?

COMPILATION PERSPIRATION

Telephoned in from a number of readers:
 CONFLICTS I from PSS. BATTLE OF BRITAIN - HP. TOBRUK HP [L/R A/R]. B. FOR EUROPE - OP1.
 SUPREME CHALLENGE   ACE2 - HP [only on this compilation]. SENTINEL & TETRIS as listed
TAITUNG COIN OPS.   LEG. KAGE - BLITZ. FLYING SHARK - BLITZ [5] as are most on this tape.
Includes MAIN FILE only of RASTAN, with RENEGADE as previous. BUBBLE BOBBLE no go - and a
lousy recording by several accounts !
DIXONS COMPILATION 20 are ALL BLITZ, with TANK and TAI-PAN main file only.

MULTI-LOADERS

There's a few of these about including TRIVIAL PURSUIT - A NEW BEGINNING. Buy the disc of
this - but we do have a "meddle" under BIGBONZO all on one side of a disc. The disc clones
with almost anything. ALMOST a multi-loader is STRIP POKER II +, but there's a full
HACKPACK fix for this. DANDY ceases to be a "special" as a result of some OPTION5 juggling
- see later. Late news indicates OPERATION WOLF and TYPHOON as multis. BLITZ main files.

OPTION 1 . * = see notes following.   Latest reports:
 ENDZONE, AFTERMATH, IMPACT, SAVAGE, POWERPLAY [Players re-release]*, ALIENS [Electric
Dream vsn.], MACROCOSMICA [Budget], BUBBLER ,NEIL ANDROID, DRUID*, SAI COMBAT*.*
STEPHEN EVANS found that his original versions of the last two were OPTION 1 ! Not mine !!
All three parts of SAVAGE are OK [ignore the fancy loader]. The three parts need the
obvious basic loader using OPENOUT"D": MEMORY 999: CLOSEOUT: LOAD"WHATEVERITIS" CALL 40960 !
GARY S. advises that codes are SABATTA [LVL 1], FERGUS [LVL 3] and NOT as the game says !
The mention last time of TRAPDOOR brought evidence that it remains the same - 10
OPENOUT"D": MEMORY 511: CLOSEOUT: LOAD "TRAPDOOR.BIN": CALL 512. That's right - a one line
loader. The others you may need are:
```
    1 REM: MARSPORT/OP1 LOADER [RELOC.OFF]
   10 ´ ***********************************
   20 ´ ***      Marsport Loader      ***
   30 ´ ***    By Ian Oxford June 88   ***
   40 ´ ***********************************
   50 OPENOUT"m": MEMORY &897: LOAD"marsport.bin"
   60 DATA &0e,&07,&11,&40,&23,&21,&90,&08,&cd,&ce,&bc,&c3,&a5,&08: ´Move Amsdos
   70 FOR a=&a000 TO &A00D: READ z: POKE a,z: NEXT a: CALL &a000
```

```
 1 REM: POWERPLAY from PLAYERS - Phoned in by Neil Gore.
10 CALL &bbff: MEMORY 24063: LOAD "POWERPLA.BIN"
20 POKE &bcc8,&c9: POKE &bd16,&e9: POKE &bc6e,&c9: POKE &bd37,&c9:  CALL 25336
```

OPTION 2 but use 2X
RIDE THE RAPIDS is the only new report. Note that this used to be OPTION 1.

OPTION 3 - Everyone uses BLITZ - don't they ?
WRONG yet again. The *FOOTBALL FOUR* from Codemasters all go, or even Picbonk or Blitzold.

OPTION 4 Not to be confused with the MENU OPTION !
Full known list is :
*BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE,
AVENGER[not the S´lock early vsn.], FUTURE KNIGHT, EQUINOX, FOOTBALLER O´YEAR, LIVING
DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK
BRUNO[main file], DARKSTAR[FIREBIRD], ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE
RUN[early versions], ASTERIX.*

OPTION 5 Not to be confused with the MENU OPTION ! * = recovering - fixed by Jason.
Late news from DUBLIN gives *FERNANDEZ MUST DIE.* Simon's writing the sequel - EL STIFFO !
Now that I've seen the awkward version of HIJACK I can give you a simple "mod" to convert
OPTION5 to OPTION5Y to do it. The same OPTION5Y plus a loader will also do DANDY - pick up
the three files 1,2,3 with OPTION 1. Also the PRODIGY colour sort-out. Current list first;
*BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER,
HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR,
SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP´SHIP
BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY.
GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL, BIG TROUBLE L/C, RAMPAGE[5X].
THING, PRODIGY, RUN FOR GOLD [re-issue], HOTSHOT, JOE BLADE II, FERNANDEZ MUST DIE.*

Three little type ins, the first should be saved as OPTION5Y. Sorts out the recently mentioned HIJACK no go. Use the same to transfer the main chunk of DANDY - get the ordinary files 1.bin, 2.bin, 3.bin with OPTION 1, and use the loader listed second to run it. Gets rid of another "special" ! The third file is to set the colours accurately for PRODIGY - just a loader for the transferred files.

```
 1 REM: *************** OPTION5Y ***********************************
10 REM: MODS OPTION 5 TO OPTION 5Y - for DANDY and some versions of HIJACK
20 MEMORY &9000: LOAD"OPTION5"
30 POKE &9e68,&c9: POKE &9e6b,&28: POKE &9e6c,&12: POKE &9e6d,&18: POKE &9e6e,&fa : CALL &9d00
```

```
 1 REM: ********* DANDY OPTION5Y LOADER ********************
10 REM: MOD TO DANDY VIA 5Y - FILES 1,2,3 BY OPTION 1
20 CALL &bbff: LOAD"CDANDYT": POKE &bf5e,&88: POKE &bf5f,&13
30 POKE &bf62,&3: POKE &bf63,&ac : CALL &bf1b
```

```
 1 REM: ********** PRODIGY OPTION5 COLOUR SORT LOADER ***************
10 CALL &bbff: FOR x=0 TO 15: READ a: INK x,a: NEXT: BORDER 0: LOAD"cprodig"
20 POKE &bf21,0: POKE &bf22,0: POKE &bf26,0: POKE &bf25,0: CALL &bf1b
30 DATA 0,20,26,25,26,0,2,8,10,12,14,16,18,22,24,16
```

OPTION 6   * = refer to NEWS 20.
Nothing new reported, known list is:
ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C'MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA], KIKSTARTII, GOLDEN EGGCUP, POOL & SNOOKER [mastertronic], SPEED KING [re-release], BARBARIAN II[Psygn.]*

OPTION 7   The LORICIELS BIG BUST of issue 21 !
Still nothing to report here. The short list is;
PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOX2099, and FIFTH AXIS.

BUNLOCK   Later Speedlocks
One of the files that resides on the BLITZ disc [by the name of BLITZ !] , this is also on BSM1988 and takes care of at least -
ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME, XEVIOUS.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:
Mention made earlier of FOOTBALL FOUR - obviously BLITZOLD ! Latest info from North of the border [DUNCAN] gives *OPERATION WOLF and TYPHOON*, both main files only - BLITZ5 jobs.
Some of you getting into a frazzle crunching YIE AR KUNG FU II ! The point is that once modified as per BLITZ special mod, it's no longer a true BLITZ loader. So - crunch the files exactly as transferred by BLITZ, then use this modification - OK ? We cater for all sorts [No Simon, not THAT sort of..... forget it !].

```
 1 REM: **********AFTER CRUNCHING ORIGINAL FILES**********
 5 REM: THIS MODIFIES YIESARL TO ENABLE FILES OPCON1 & 2 TO BE LOADED FROM DISC.
10 MEMORY &5f00: LOAD"yiesarl",&5f50
20 POKE &5f8b,&92: POKE &5f8c,&af
30 RESTORE 100: FOR x=&5f92 TO &5f9f: READ a$: POKE x,VAL("&"+a$): NEXT
40 POKE &6057,&c3: POKE &6058,&92: POKE &6059,&af
50 SAVE"yiesarl",b,&5f50,&180,&5f50
100 DATA 21,0,ac,11,40,00,e,7,cd,ce,bc,c3,63,70
```

HACK PACK
Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops. Note that "%" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT. An "old and new" mixture;
ACE2, BIGGLES!, DYNAMITE DAN [SILVERBIRD] LR-ALLOW RESET, TURBO BOAT SIMULATOR, MESSAGE FROM ANDROMEDA and JEWELS OF BABYLON both L/R A/R, TRAPDOOR L/R A/R, KINETIC L/R A/R, and BLADE RUNNER -HP2, THE TRAIN [HP2-EX], ATLANTIC CHALLENGE, STRIP POKER II + - HP2*.*
Biggles [Silverbird] is controversial, two "yes" reports - but I only find PART2 OK. The entry code for PART TWO is "WREN". The original was HACkPACK on part two only as well. *There's a neat twist to the 2 GIRL GAME (leave it alone, Simon !) that enables you to get BOTH parts (that's asking for it !) as separate games. Almost a HACKPACK BIGBUST or two.

STRIP POKER II - HACKPACK

STEP 1. USE HP2 and transfer in usual way. Send Simon-types out of room with Jelly Babies.
  2. Leave tape in position. Rename (no screen) and shift files from HPACK disc & erase
  3. Now transfer again BUT do not press TAB. Play a hand, then SELECT another Girl, !!
  4. The tape will re-start, hold TAB just before loading is complete - as before.
  5. Rename [differently !], transfer to your STRIP POKER disc.
  6. If you want the loading screen, it is easy to do the first two files option 1 -
     and construct a menu for the two choices and display the screen. KEEP SIMON OUT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DROID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK,TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES*, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AU+W MONTY*, STRIKE, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP, THING II, NIGHT GUNNER, MISSION GENOCIDE* , HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RYGAR, DANGERMOUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each] ,FORBIDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR, TERRAMEX, BASUN, NORTH STAR, DRUIDII, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBBOT, SHORT CIRCUIT PT2. INDIANA JONES-full side, MASTERS OF THE UNIVERSE, FAIR MEANS OR FOUL, DALEY'S OLYMPIC CHALLENGE [6128 ONLY], 1943, EMPIRE, DARK SCEPTRE, SHADOWS OF MORDOR, NIGHT RAIDER.

  NB. ** Some of these in compilations DO transfer, usually OPTION 1.
BONZO BLITZ, OPTION4 TO OPTION7 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! *NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.*

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. *We must have the inlay cards as proof of ownership,* of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE	SIDE
1+2 LORICIELS STRAIGHT 6 [2 SIDES]	3 THING ON SPRING, THING II, BOUNDER
4 TRIVIAL PURSUITS [BB FORMAT]	5 AGENTX II - COMPLETE
6 GRYZOR [6128 ONLY]	7 DRACULA - COMPLETE
8 HYPERBOWL,FLYSPY, NINJA	9+10 KNIGHT GAMES [2 SIDES]
11 ALIENS & TARZAN	12 SOLOMONS KEY, TRANTOR, RYGAR
14 DEFLEKTOR, FINAL MATRIX, C.SLICKER	15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
16 UNITRAX, TERRAMEX, SIDEARMS	17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
18 INDIANA JONES	19 RIGEL'S REVENGE [BOTH PARTS]
20 BUBBLE BOBBLE [2-PARTS]	21 DRAGONS LAIR I
22 DRAGONS LAIR II	23 DANDY.
24 DALEYS OLYP. CHALL. [6128]	24 FAIR MEANS OR F, MAST/UNIVERSE, AGENT ORANGE
25 TRIVIAL P. A NEW BEGINNING. [BBFORM.]	25 GAMEOVER 1 & 2 = 4 PARTS. [BB FORMAT]

HONOURABLE MENTIONS

There's many meddlers who month after month send in their news and meddles, yet never get mentioned. Quite true - and it was Stephen Evans who brought it to my attention. Everything you send is vital - and is used, keep it up - please. Thus this issue is dedicated to the unsung heroes of meddling. It's usually Mike Perrey who gets all the mentions, but as he tells me that it's the Times that is delivered - and NOT SUNDAY SPORT, I won't mention him. He didn't say what he READS ! Yes, Simon, that is very swollen !

WHAT´s NEW PUSSYCAT ?

As mentioned in the last issue the current BSM incorporates a chiselled-out database from BIG BATCH carrying the useful info on 800+ transfers. It´s usable and amendable - what finer reason for a £3.00 update ? Doing a print-out from the Database uses 12 pages - but here´s how to cut that in half. If you have a version of BSM with the DATABASE running as MENU CHOICE 1 on the INFO file, but don´t have an alternative choice of number 8 - then you can use this. Don´t try saving it to BSM, there´s probably not enough directory space. Save it somewhere else, then load it - switch to BSM, and type RUN [ENTER].
If you want to extract the Database files from BSM then use NEWSWEEP or PIP to transfer these files [or make them "Standard" with DOO DAH before transferring to another disc]: WHATALOT.BAS, DBX.BAS, FB2.BIN, FBAUTO2.BAS, GAMES. , RELOCATE.BIN, and RELTAB2.BIN. You will then be able to keep the GAMES file up-to-date in the same way that I do.

```
10 REM: QUICKREAD OF GAMES FILE / BSM 1989 / NEMESIS (C) / part of INFO BSM vsn. 05.12/8
20 MODE 2: INK 0,0: INK 1,24: BORDER 0
30 PRINT:PRINT:PRINT"OUTPUT TO PRINTER [ Y / N ] ?"
40 IF INKEY(43)<>-1 THEN M1=8 ELSE IF INKEY(46)<>-1 THEN M1=0:GOTO 70:ELSE 40
50 PRINT:PRINT"READY PRINTER ?":GOSUB 180: IF INP(&f500)AND 64
   THEN PRINT"Printer not ready....":ELSE 70
60 GOSUB 180:GOTO 50
70 PRINT:PRINT:PRINT" P = PAUSE ... [SPACE] = CONTINUE ":GOSUB 180:MODE 2:OPENIN "games"
80 INPUT #9,size%,fields%,rec%
90 FOR f%=0 TO fields%: INPUT #9,name$(f%),type$(f%),length%(f%):NEXT
100 IF rec%=0 THEN 160
110 WIDTH 80:PRINT#m1,CHR$(13);:FOR x=1 TO 2: PRINT#M1, name$(0)+SPACE$(10)+name$(1)
   +SPACE$(4)+name$(2)+SPACE$(6);:NEXT
120 FOR r%=1 TO rec%: INPUT #9,a$,b$,c$: IF c$=". "THEN c$=" "
130 m=m1:GOSUB 170: b=FRE("0")
140 IF INKEY(27)<>-1 THEN GOSUB 180
150 NEXT
160 CLOSEIN:GOSUB 180:MODE 1:RETURN
170 PRINT#M, a$;SPACE$(19-LEN(a$));b$;SPACE$(5-LEN(b$));c$;SPACE$((15-LEN(c$))+1);:RETURN
180 WHILE INKEY(47)<>-1:WEND:WHILE INKEY(47)=-1:WEND:RETURN
```

ABPATCH = BBPATCH

Some very keen reports on the use of the revised BBPATCH as in last issue. Based upon those reports I have made a few alterations to pick up some more of the very few awkward ones. The alterations concern three lines only - naturally the checksum, and the last two. Simply edit your file - these 3 lines:

```
5020 IF cs<>18850 THEN PRINT"ERROR !":END
5100 DATA ed,b0,21,ff,a5,3e,a6,77,2e,dc,77,24,2e,02,77,2e,16,77,3d,21,d2,a5,77,21
5110 DATA 18,01,22,e2,a5,c3,c0,a5,00
```

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAE. The "complete works" 1-7, and 8 to 21 will cost £8.50.
From issue 22 the BULLETIN is only available by subscription, and as Bonzo´s accountant wants standard renewal dates-issues 26 to 31 are £9. and back issues of any from issue 22 onwards will be £1.50 each.[ouch !].
Now that we´re neatly sorted out with a database on BSM I shall gradually phase out the repetitious transfer listings in the news. At present they are still important to some new readers.

ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.

I make no apologies for repeating this - I´ve had a play with it, and it is EXCELLENT.
Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU´s back, and re-named Model Universe - but no connection with Amor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There´s 100K of instruction files too !
SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it´s £6.00.
Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.

THE BIG BUST

GAMEOVER I & II

All four parts with ONE BIGGIE

```
10 REM: TRANSFERS GAMEOVER1-both parts    GAMEOVER2-both parts
20 REM: ORIGINAL GAMEOVER1 [ both parts ] was a SPEEDLOCK
30 REM: BUT - the late 1988 pack of both games in 2 tapes is NOT SPEEDLOCK
40 REM: THIS'LL get them anyway.
50 REM: ***ACCESS CODE GAME1/PT2 10218
60 REM: ***ACCESS CODE GAME2/PT2 84187
70 ¦TAPE:MODE 1:MEMORY &9fff:FOR x=&a000 TO &a1df:READ a$
75 y=VAL("&"+a$):cs=cs+y:POKE x,y:NEXT:MODE 0
80 IF cs=46755 THEN CALL &a000 ELSE PRINT"WHO DUN THAT THEN ? ERROR !":END
90 DATA f3,21,10,a0,11,00,01,01,00,03,ed,b0,c3,00,01,00,cd,0f,01,cd,61,01,3e,ff
100 DATA cd,6b,bc,af,32,35,01,21,00,00,11,00,04,06,00,cd,77,bc,fe,02,28,0b,fe,03
110 DATA 28,07,22,64,01,cd,7d,bc,c9,eb,22,5f,01,e5,cd,83,bc,cd,7a,bc,e1,c9,f3,3e
120 DATA 01,be,23,28,02,18,fa,3e,82,be,20,f3,23,3e,f7,be,2b,20,ec,2b,22,a1,02,36
130 DATA cd,11,77,01,23,73,23,72,2a,38,bd,22,c4,01,c3,00,00,06,07,21,00,00,11,32
140 DATA 02,7e,fe,40,fa,70,01,12,13,23,10,f5,c9,00,00,f3,ed,73,95,02,e1,c1,d1,ed
150 DATA 43,9b,02,ed,53,98,02,2b,36,f7,2b,36,82,2b,36,01,31,00,01,21,00,a6,11,00
160 DATA c0,01,00,1a,ed,b0,21,ac,01,11,80,be,01,10,01,ed,b0,c3,80,3e,31,fe,bf,01
170 DATA c0,7f,ed,49,d9,01,89,7f,ed,49,d9,21,97,be,e5,e5,cd,44,00,21,00,00,7c,e6
180 DATA 3f,67,22,a8,be,d9,cb,91,ed,49,d9,cd,00,00,cd,02,bc,cd,bd,bb,cd,51,bb,cd
190 DATA 03,bb,cd,28,bd,cd,77,bf,18,04,21,0d,bf,34,21,06,bf,06,07,11,06,bf,d5,cd
200 DATA 8c,bc,e1,11,80,00,01,0e,bf,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,dd,be,21
210 DATA 00,04,22,c8,be,21,00,a2,22,d0,be,21,c6,be,34,cd,be,be,21,00,c0,22,c8,be
220 DATA 21,00,1a,22,d0,be,cd,be,be,c7,42,4f,4e,5a,4f,42,42,30,cd,77,bf,af,cd,0e
230 DATA bc,21,0d,bf,34,21,06,bf,06,08,11,00,04,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc
240 DATA 00,3e,c9,32,2c,bf,01,01,bc,ed,49,04,0d,ed,49,21,00,c0,22,1f,bf,cd,15,bf
250 DATA 21,52,bf,11,00,03,01,40,00,ed,b0,c3,00,03,f3,21,00,c0,11,00,a6,01,00,1a
260 DATA ed,b0,01,01,bc,ed,49,04,0e,28,ed,49,31,00,00,11,00,00,21,00,00,d5,e5,f3
270 DATA c3,00,00,21,ff,ab,11,40,00,0e,07,cd,ce,bc,c9,77,00,00,01,53,54,55,46,46
280 DATA c2,9a,02,bb,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
```

<u>SCREAM !</u>

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours.
Monday evening is reserved for calls that cannot be made during the day.
    [0933] 623967. *** NOT BETWEEN DECEMBER 14 and JANUARY 6 ***

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CPC problems.
Drop a line to Trevor to get the details;
    TREVOR CATTERMOLE , 24 CROMWELL ROAD, COLCHESTER, ESSEX
Trevor himself is very keen on hardware, roms et al.
Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm and Saturday
after lunch 'til lat'ish. Luke's phone number - *021 - 458 - 4804*
STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the
University environment that does it !] will be happy to help where he can - by LETTER !
Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,
    140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great
number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m
and Midnight is OK ! *PHONE is [0225] 26919 - that's BATH.*

BONZO ON ROM ?

WANNA ROM YOUR BONZO ? Try the NO POM ROM Aussie - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.
RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

JASON´s XMAS JUGGLE

Nowt to do with meddling really, but I found a use for it. It´s also a good demo of computing power ON YE OLDE CPC. No hassle, ´cos it´s got a line by line checksum.

```
10 ´ MEMORY Display Utility / by JASON B. [ alias VIVALDI ]
20 MODE 2:BORDER 0,0: INK 0,0: INK 1,25:PRINT"Poking Data Please Wait..."
30 GOSUB 70:MODE 2:CALL &A000:CLS:PRINT"RSX Now Logged On :-":PRINT
40 PRINT"|MEMORY   For Normal Dump":PRINT:PRINT"|MEMORY,1  For 6128 Dump"
50 PRINT:PRINT"Press A Key":CALL &BB18: |MEMORY:CALL &bb18
60 END
70 MEMORY &9fff: ln=130:FOR adr=&a000 TO &a1ad STEP 13:READ byte$:chk=0
80 FOR i=0 TO 12
90 v=VAL("&"+MID$(byte$,i*2+1,2))
100 POKE adr+i,v:chk=chk+v:NEXT
110 IF chk<>VAL("&"+RIGHT$(byte$,3)) THEN PRINT"ERROR in LINE";FIX(ln/10)*10:END
120 ln=ln+5:NEXT:RETURN
130 DATA 2100a036c921c0a1010ea0c3d1585,bc13a0c31aa04d454d4f52d900545
140 DATA dde532b3a101c07fed493e02cd6cb,0ebccdeba021a1a111b4a101085f4
150 DATA 00edb01138000cd7ba1112600cd4d3,47a1210000cd98a0cd98a0cd98678
160 DATA a03ab3a1b7283b21a9a111b4a1619,010800edb0117e01cd7ba1116c49c
170 DATA 01cd47a101c47fed49210040e5576,cd98a0e101c57fed49e5cd98a084b
180 DATA 01c67fed49e1cd98a001c07fed78f,49cd09bb38fbdde1c90e4006005e8
190 DATA 7ee52ab4a1ed5bb6a1b7c404a17a1,13ed53b6a1e12310eae521b4a1703
200 DATA 342ab8a122b6a1e10d20d9c97c65c,cdcaa07dc3caa05707070707e663a
210 DATA 0fc630fe3a3802c607cd5abb7a5a0,e60fc630fe3a3802c607cd5abb60c
220 DATA c9dd21c4a12100c006c8dd750062d,dd7401dd23dd23cd26bc10f1c96cb
230 DATA f5d5e5d52b2911c4a119e5dde180a,dd6e00dd6601d1eb3e80cb3ccb6db
240 DATA 1d3002cb3fcb3ccb1d3004cb3f486,cb3fcb3ccb1d3008cb3fcb3fcb610
250 DATA 3fcb3feb19cbfccbf4b677e1d18b2,f1c90e0c21120006 12d5cd04a1466
260 DATA 1310fa111000019d10d20ef060c356,210010e52abaa1e5cd75bbe12c68a
270 DATA 2c22baa1e1cdc2a07cc6106710682,e8c9210100006c1cd04a12310fa539
280 DATA 0600cd04a11310fa1306c1cd04440,a12b10fa06001bcd04a11b10fa48e
290 DATA c902003900390002010200 7f011c2,7f01022a00000000000000000000ac
```

BONZO´s BARGAIN BASEMENT

Some more half-price goodies from Basil,

AMSTRAD GREEN MONITOR GT65 BOXED	£50.00
MICROTEXT ADAPTOR + TUNER + DISC	£90.00
30 HOUR BASIC - (BBC) - BOOK	£ 3.50
WINTERS GAMES - AMSTRAD DISC	£ 6.00

TELEPHONE NORTHAMPTON [0604] 404767

And some from Steve "computer asylum please" Brokenshire,

464 FIRMWARE GUIDE plus DD1 SUPPLEMENT £10.00
MOUSE + INTERFACE [no software], OK as is
for ART STUDIO, STOP PRESS etc........ £15.00
PRISM 2000 MODEM   £20.00
MICROPOWER ROM BOARD + 6 UTILITY ROMS £40.00
ANATOMY OF THE CPC´S -cover price £15   £ 5.00
TELEPHONE [0652] 680636

DAVES DONGLING ROM-SWITCH BOX

What a lovely bit of kit ! I´ve had mine for several weeks now, and it´s a joy to use. No more mucking about ripping Romboards off the back, just switch ´em off ! Status light tells you whether they are on or off, and there´s even a hard reset switch [leaves extra memory banks intact though !]. So when Simon creates a frozen machine for me I don´t have to power off, then power on. A real Simon defeater, £15 - and good value from,
Dave Crossman, 61 THE CRESCENT, BREASTON, DERBY, DE7 3DE.

WOTNO BANKRAID - HEARTLESS !

Yes, it's true folks. Neils Xmas epistle is somewhere only the GPO know of. The deadline passed - so it's "Condiments of the Seasoning" from Neil, he'll return. Wotsdisereden ?

```
10 'HEARTLESS:NEMESIS DEC.84/found by Simon DEC 88 !: DUN IN PAW BASICK BY COL.
20 ON BREAK GOSUB 320:DEFINT a-y
30 CLS:SPEED KEY 1,1: INK 2,2: INK 3,6: INK 0,23: INK 1,0: PAPER 0: BORDER 0
40 t=0: p=0: g=0:WINDOW#1,2,39,2,2:PEN#1,1:PAPER#1,2:WINDOW#3,1,1,1,25:PEN#3,3
50 PAPER#3,1:CLS#3:PRINT#3,STRING$(25,228);:WINDOW#4,40,40,1,25:PEN#4,3:PAPER#4,1
60 CLS#4:PRINT#4,STRING$(25,228);:WINDOW#5,2,39,25,25:PEN#5,3:PAPER#5,1
70 CLS#5:PRINT#5,STRING$(19,228);"HEARTLESS";STRING$(10,228);
80 CLS#1:LOCATE#1,5,1:PRINT#1,"LOCS: ":LOCATE#1,25,1:PRINT#1,"TIME: ";
90 WINDOW#2,2,39,1,1:PEN#2,3:PAPER#2,1:CLS#2
100 PRINT#2,STRING$(10,228);"HEARTLESS";STRING$(19,228);
110 x=20: y=12: a=x: b=y: d=227: PEN 3: LOCATE x,y: PRINT CHR$(d);
120 LOCATE 3,10: PRINT"Use the arrow keys-even two together":LOCATE 3,12
130 PRINT"Fill the screen with HEARTS..easy ?";:LOCATE 3,16
140 PRINT"Press any key to start..":CALL &BB18
150 FOR y=1 TO 2:PEN y:FOR x=3 TO 24:LOCATE 2,x: PRINT STRING$(38,225);:NEXT x:NEXT y
160 LOCATE#1,12,1:PRINT#1,t;:LOCATE#1,32,1:PRINT#1,g;:PEN 3:LOCATE 2,3:PRINT CHR$(228);
170 LOCATE 39,3:PRINT CHR$(228);:LOCATE 2,24:PRINT CHR$(228);:LOCATE 39,24
180 PRINT CHR$(228);:PEN 1: IF g>25000 THEN 320
190 IF g>20000 THEN BORDER 0,26
200 x=x+((INKEY(8)<>-1)-(INKEY(1)<>-1))
210 IF INKEY(8)<>-1 AND INKEY(0)<>-1 THEN d=228:ELSE IF INKEY(8)=-1 THEN d=229
220 IF INKEY(1)<>-1 AND INKEY(0)<>-1 THEN d=228:ELSE IF INKEY(1)<>-1 THEN d=226
230 y=y+((INKEY(0)<>-1)-(INKEY(2)<>-1))
240 IF x>=39 THEN x=39 ELSE IF x<=2 THEN x=2
250 IF y>=24 THEN y=24 ELSE IF y<=3 THEN y=3
260 IF x>a THEN c=243 ELSE IF a>x THEN c=242
270 IF y>b THEN c=241 ELSE IF b>y THEN c=240
280 IF d=228 THEN PEN 3:ELSE IF d=227 THEN PEN 2 ELSE PEN 1
290 IF a<>x OR b<>y THEN LOCATE a,b:PRINT CHR$(d);:t=t+1:p=p+1:ELSE 310
300 d=227:SOUND 1,211,1,12
310 LOCATE x,y:PRINT CHR$(c);:a=x:b=y:g=g+1: IF p<>40 THEN 200 ELSE p=0:GOTO 160
320 SPEED KEY 10,2:BORDER 0:CLS:PRINT:PRINT:PRINT:PRINT"      TRY AGAIN ?(Y/N)"
330 z$=LOWER$(INKEY$): IF z$<>"y" AND z$<>"n" THEN 330:ELSE IF z$="y" THEN RUN:END
```

WADAMIGONNAREADNOW? - PAGE ONE AGAIN !

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. ! Much better value than you get from The BULLETIN !

ADVENTURE PROBE
C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.
Ploughing on relentlessly as though it's been around for years. Perhaps it's because it has ! ADVENTURE PROBE - essential reading for adventurers. Excellent last issue.
    Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE
1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX
Sweetened up with SUGAR CUBE recently, this is another super read. Rates are VERY low, but I suggest you tempt them with a £1 for a sample issue. Where's my freebie ? Quiet, Simon !

FINALLY
The NEWS23 that was really 24 was a mistake - not a clever jibe at A.A. ! Why didn't I think of that before I admitted to the error ? Lots that I wanted to include will appear in future issues. Not much from our Simon this month - he's been sulking ever since he was fired from the Police Force ! Yes, I know he's only 4 foot high, but they conceded two feet on the basis of what hangs at the end of his legs. He did OK until the "SCENES OF CRIMES" aptitude test, when he was asked to do an impression of a heel. Thumping the Chief Inspector with a bag OF J.B's wasn't what they meant, Simon ! You know what he did when asked to "dust the desk for prints." ? I'll be slaving away on your behalf in Canada from DEC 14TH. to JAN 5TH., so no Monday clinic until the New Year. Our cat sitter doesn't know a computer from a can of Whiskas, so she's well pleased with the answering machine - I hate 'em ! Next Bulletin will be mid-February with Neil & BR., so 'til then,

    MERRY XMAS and HAPPY NEW YEAR................   Colin.